



Educational flexible and creative environments

DIDACTIC GUIDE FOR STUDENT

<p><u>Title:</u></p> <p>Virtual cruise in the Italian seas.</p>
<p><u>Description on material's structure:</u></p> <p>The pupils who prepared this material imagined taking a cruise in the Italian seas, touching all regions along the coast and illustrating the main characteristics of all of them, as concerns the natural environment, monuments, historical events, traditions and typical dishes of the local cuisine. All the images used are drawings worked out by the pupils using the technique of the material "Creative images". The document, in html, has a hypermedia structure, to navigate by following the links.</p> <p>This material can be used as an example to develop a similar hypermedia presentation or to study geography.</p>
<p><u>Requirements:</u> Pupils that is ready to learn with this material should have basic knowledge about:</p> <p>Basic knowledge of geography and of computer use.</p>
<p><u>Sense of the material in an educational stage:</u></p> <p>Knowing the geography of one's own country is very important. Tackling the study of the Italian regions as a virtual trip naturally leads to remark the main characteristics of the different regions and make connections among them, hence remarking similarities and differences and building a global idea of the country as a whole. Considering a number of different aspects of each region allows the students to have a more complete and less abstract idea of the territory and to learn geography in a pleasant way. This is an alternative way to study Italian geography, using many different sources of information: books, magazines, personal information and experience, Internet. Constructing the multimedia presentation, moreover, is a good exercise on the use of ICT.</p>
<p><u>Aims and competences:</u></p> <p>1) learning the geography of many Italian regions; 2) reflect on similarities and differences among regions; 3) learn to use several computer tools.</p>
<p><u>Required resources to work with the material:</u> (Software –programs, plugins-, hardware, others...)</p> <p>A program for elaborating images, a word processor, a program to make html pages (in the example attached, Macromedia Fireworks-2, Microsoft Word and Macromedia Dreamweaver-2 were used).</p>
<p><u>Kind of tasks and dedicated time required:</u></p>

First collect textual information and images on the regions that will be visited: find information on different sources, like book, magazines, Internet and ask friends and relations when possible; prepare figures to illustrate the texts and input the text in a word processor; finally assemble the hypermedia presentation converting everything into html. The activity may last about 4 months working about 2 hours a week in parallel groups.

How to work with the material:

Producing a material like this is a long and articulated task to be split among all the pupils of a class, under teacher's coordination. It is necessary to make a work plan before starting. Split the class into small groups and assign a task to each group. Listen to the suggestions of your teachers.

If you are constructing a similar presentation but only using the product to learn geography, systematically visit all links and read carefully the content of all pages.

Other recommendations, if any: